
Title: Chapter Three, Part 2

Author: Sirideain

Third Chapter: Rise of
the Britannian Kingdom

The Western cities prospered, as Britain completed reconstruction and Yew continued to enjoy peace. Lord British decreed that the Court of Truth be built in Yew to serve Justice.

In Trinsic, Dupre became greatly admired, and his ideals of Honor widely emulated. Those who followed this ideal were called paladins, and their guildhall in the center of Trinsic was the first stone structure in the city. Britain, Yew, Trinsic, and Paws agreed to form a united kingdom, Britannia, for their common defense, and settlers from each city cooperated to colonize the new city of Skara Brae. Skara Brae in its early years was troubled by rampant disease, until the invention of the famous Skara Braen soap. The numerous cats, which still populate the island to this day, were imported to keep it free of plague-carrying rats. When the fragmented West Montorians were finally reunited under the warlord Jhel, they petitioned to join Britannia as Jhelom. Their skills in war made them sought after as mercenaries, and made

imports from the mainland more readily available to the island, itself poor in natural resources.

Vesper and Magincia viewed the Western cities' unification with suspicion. They took counsel with one another and with Moon so as not to fall under the hegemony of Britannia's influence. Into this situation entered a new Britannian town on the doorstep of Vesper: Minoc. Vesper and Magincia protested the encroachment, but knew they had little military might. Relations remained tense, until Magincia faced a wholly unexpected crisis: the pirates of Buccaneer's Den became so emboldened as to begin raiding Magincia itself. At this juncture, the paladins of Trinsic intervened voluntarily and repelled the threat. Forced to recognize the value of the defense of a kingdom, Magincia was sufficiently humbled to negotiate membership in Britannia, though it retained an independent parliament to review and theoretically reject any royal decree affecting the island. Fearing isolation from its trading partners, Vesper shortly after followed suite.

With affairs calmed in the eastern seas, Jhelom established a new offshoot, New Jhelom. Its original settlers found life on this desert isle untenable and departed, but not before the residents of Buccaneer's Den adapted to a new form of piracy there:

gambling.the Black Lich
New Jhelom morphed into
Nu'Jelm, an opulent
vacation resort popular
with wealthy Magincians.
Minoc also experienced
changes, its mining
operations greatly
expanded by opening trade
with Vesper. In the
exuberance of their
prosperity, some miners
forgot that the world
still held ancient dangers.

Searching for that
rarest of minerals,
blackrock, the miners
opened the way to the
buried lair of Khelereth
the Black Lich. All
manner of monsters then
filled the miners' caverns,
and since that day the
lumberjacks of Minoc
have been plagued by
reapers. That dungeon
has been called Covetous,
because of the miners'
disastrous greed.

Moon at that time
was undergoing great
internal turmoil. The
magical techniques of the
Liturgy of Truth had
already been largely
supplanted by a new
system of magery, but
then even the ideal of
Truth itself became
increasingly called into
question. Few lives were
lost in the struggle that
followed, but the methods
of the mages' war were
so arcane that few of
the dead were content to
remain entombed in the
graveyard. Up to that
time, Moon had most
closely aligned with
Vesper and Magincia, but
during the tensions
between Britannia and the
East, Moon found itself
too absorbed in
internecine conflict to
weigh in on the situation.
Moon eventually emerged

from its turmoil as
Moonglow, newly
rededicated to Honesty
and Truth, and joined the
Britannia. The dissenters
in Moonglow departed
voluntarily and formed a
community in the
abandoned ruins,
thereafter called Deceit,
on the snowy Dagger Isle.

While surveying his
new kingdom, Lord British
visited the former site
of Montor. He explored
it alone and found himself
threatened by a mongbat.

Before the mongbat
could make any aggressive
move, a silver serpent
struck out and killed it.
In commemoration of this
event, Lord British
established there
Serpent's Hold, as a place
of training for soldiers
to defend the kingdom.
Serpent's Hold became
the last of the three
strongholds of the
principles. The Lycaeum
stood for the Ancient
Liturgy of Truth since
the days of Esidin; the
Empath Abbey tempered
Truth with Love in the
feudal era; and finally,
Serpent's Hold symbolized
the courage of the
Britannian kingdom.

What befell next
was a pivotal moment in
the history of our land.
A being of great power
from beyond our worlds,
the Time LordTime Lord,
contacted Lord British
and revealed the
extraordinary nature of
our world. Before that
moment, only the
Followers of Armageddon
had dreamed they were
living inside a gem, but
the Time Lord told Lord
British the truth that

our world was in fact within one of the Gem's shards. These shards are vulnerable to corruption by the beings called Shadowlords, and if allowed, the Shadowlords will turn the shards' power against the true Britannia. The solution to this vulnerability is to reunite the shards, which will be accomplished when each citizen of Britannia adopts the virtues for his or her own moral code. Unfortunately, the consequence of this unification is that any individual existing in the shards but not in the true world will cease to exist.

Lord British accepted the necessity of defending the realm from any threat and so began restoring the ancient shrines and dedicating them to the Virtues. To give every one of his subjects a clear and personal understanding of the Virtues, Lord British knew that he would need the Codex of Ultimate Wisdom. This mythical book was said to contain the answer to any question the reader should ask. To obtain Bell, Book, and Candlethe Codex, Lord British summoned his most virtuous subjects: Geoffery the Fighter, Mariah the Mage, Iolo the Bard, Dupre the Paladin, Julia the Tinker, Jaana the Druid, Shamino the Ranger, and Katrina the Shepherd. Their quest led them through each of the dungeons of Britannia and finally to the Stygian Abyss, which can only be entered by one carrying

the Book of Truth, the Candle of Love, and the Bell of Courage. In the depths of the abyss, however, the Codex could not be found. Since then, the book, bell, and candle have been kept in the three strongholds of the principles.

In opposition to the Virtues, Lord Blackthorn objected on the grounds that there are many possible moral codes, and each person should be free to select the values that seem most right. Furthermore, the lives that would be lost in unification have value that must be taken into account. He therefore established his own shrine, dedicated to Chaos.

(Cont. in Part 3)